The Cloud Dungeon Prologue:
MEDIOCRE MAGIC

"Those unschooled in the magical arts ought not to practice them, lest they end up with the face of a clam or something."

– Quig Spriglee, Master magician, no class

You're going to the Cloud Dungeon this weekend. You're going to be famous, and you're going to be wealthy, because according to the commercials everyone who enters The Cloud Dungeon finds amazing wealth and wealthy people all are famous, right? It's going to be awesome.

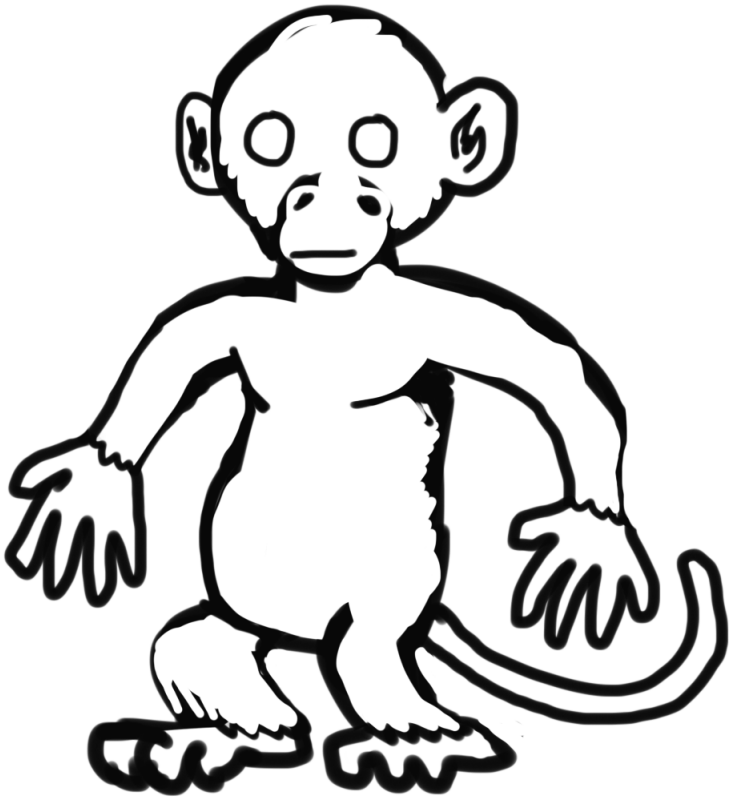
Before you go, you should probably prepare. Your friend gave you this magic wand that says "SpellBinder's Training Wand" on the side. It looks fairly old and unreliable, but you've got a plan to use the magic to make yourself some amazing creatures made out of pure energy for the battles you'll be facing in the dungeon. You and your friends sit in a circle, trying out various hexes and spells, hoping that the old wand doesn't backfire.

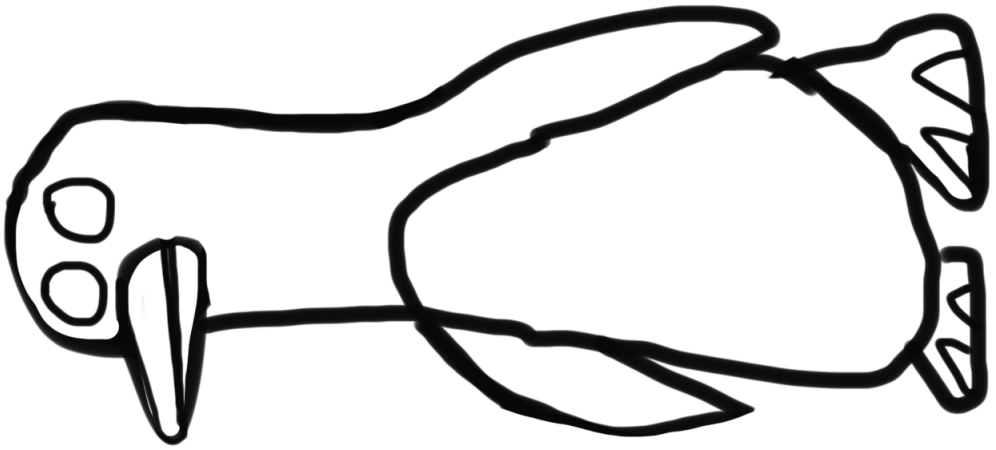
Before you proceed, each player selects a character from The Cloud Dungeon and follows the instructions on page 19 of The Cloud Dungeon, naming their character, determining traits, etc.

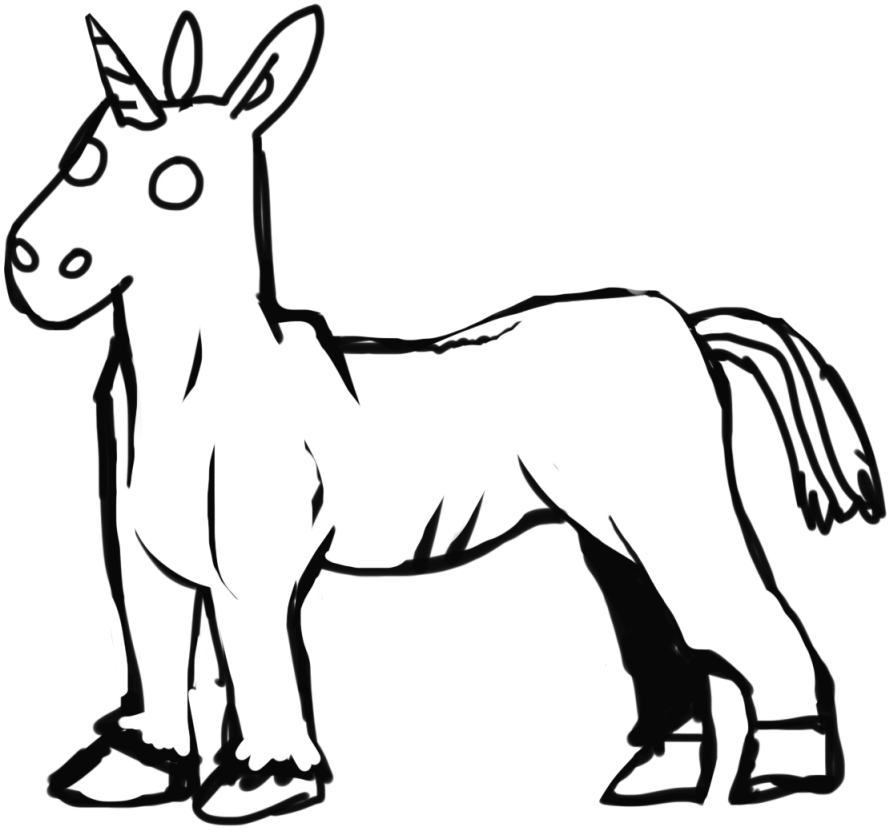
BEFORE proceeding on to quirk selection on page 20–21, return to this prologue and play it through. Once the prologue is done, continue character creation on page 20–21 of The Cloud Dungeon.

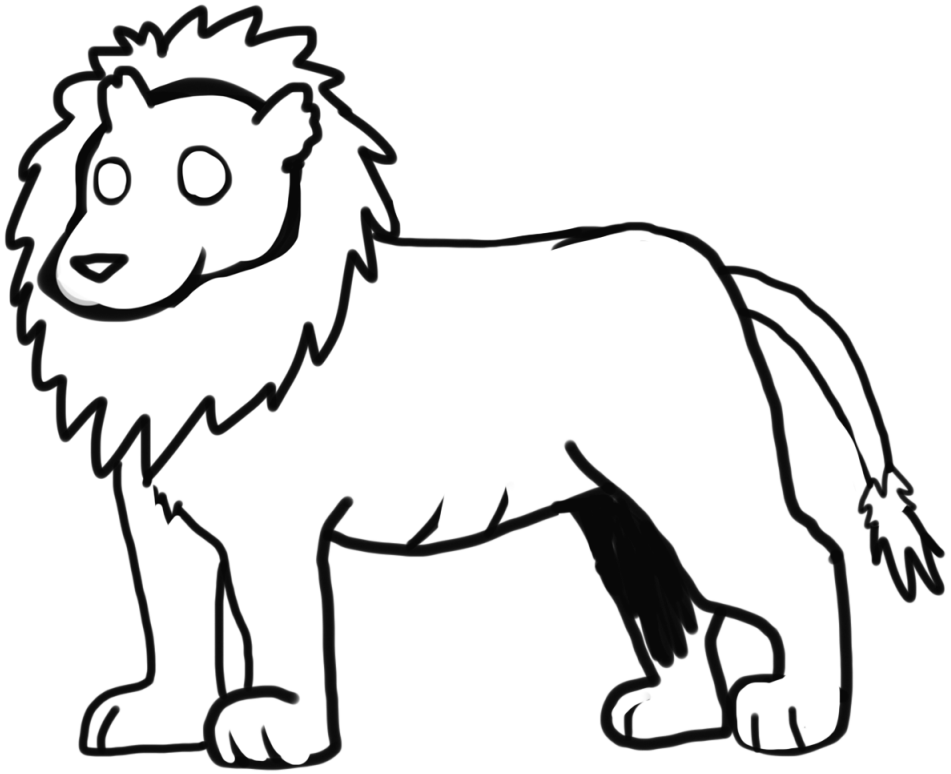
Round 1: magical energy creature summoning

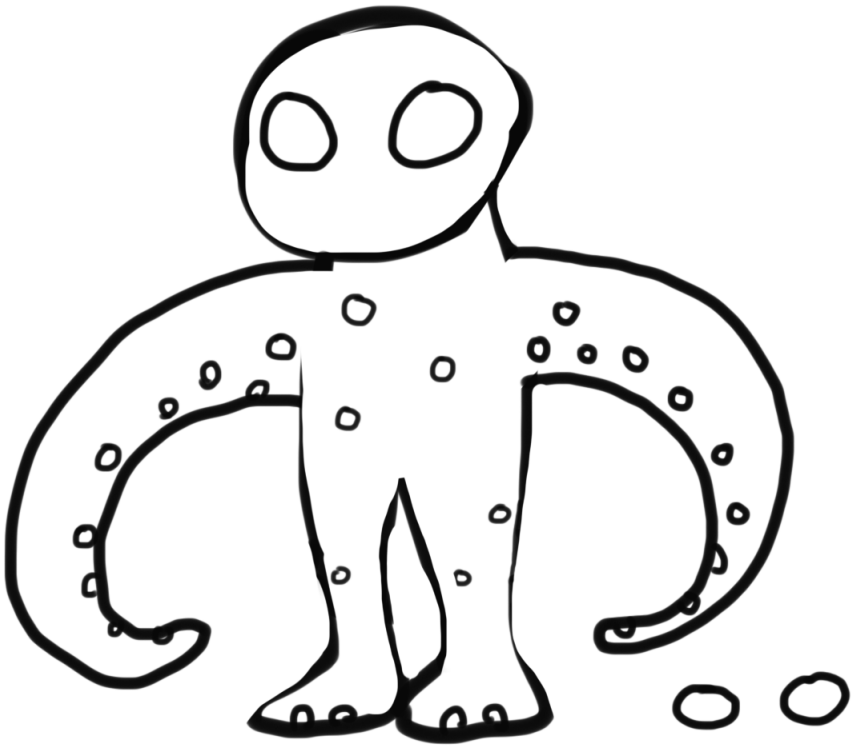
Each roll a die, the person who rolls the highest number selects first, then continue around the table clockwise. On your turn, select any unclaimed creature. Once every person has a creature in front of them, continue on to round 2.











Round 2: magic practice.

Each roll two dice (re-roll any doubles), and select two traits to illustrate on the magical energy creature in front of you. When done, place all of the creatures back in the middle, and proceed to round 3.

Add stripes or polka dots to the creature.

Add spikes. Lots of them.

The creature is covered with magical fire, or ants.

Add plaid, or squiggles to the creature's hide.

or Add anything you want to the creature.

Round 3: Oooops

The wand sputters, and unexpectedly spews sparks, enveloping you and your new pets. Bad things are happening.

Everyone passes their character to the player on the left. Each person rolls dice for the character in front of them, and adds body parts from a magical creature to the character in front of them, then passes the character to the left again. Repeat until everyone has their character back in front of them.
You may select the body parts from any creature in the middle of the table.

Two player: do this twice for your friend's character, then pass their character back to them.
After this round is over, proceed with character creation on pages 20-21 in The Cloud Dungeon!

⚀ Add a leg or legs to the character

⚁ Add an eye or set of eyes to the character

⚂ Add an arm or a tail to the character

⚃ Add a nose, snout, or beak to the character

⚄ or ⚅ Add any piece you want to the character.